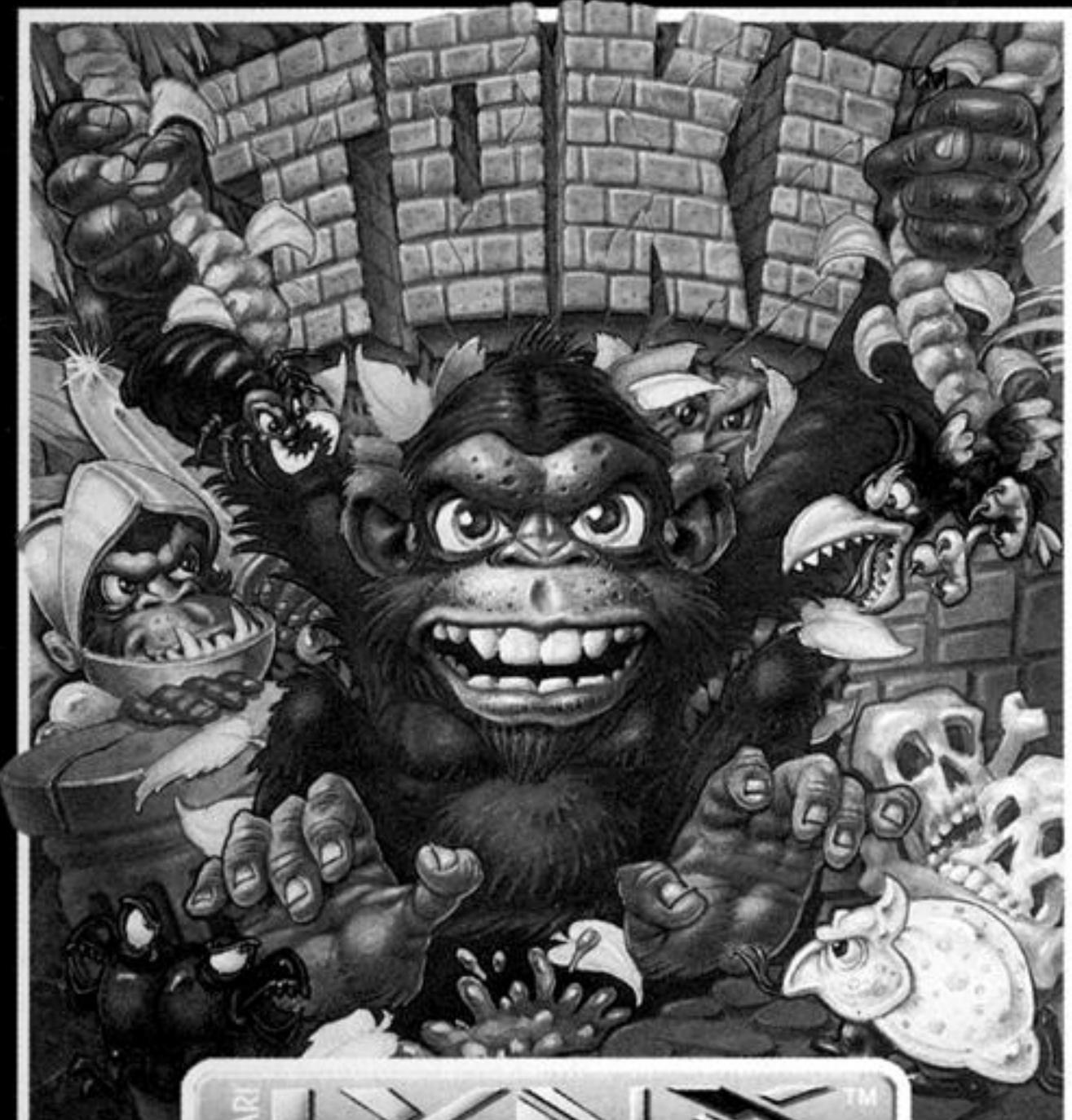


GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO



ATARI

LYNX™
VIDEO GAME CARD • CARTE DE JEU

ATARI®

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TOKI THE HERO GOES APE!

Heralds proclaim the terrible news throughout the realm: the wicked Vookimedlo has kidnapped the beautiful Princess Miho and hidden her within his evil palace! He plans to marry her in three days. Only the mighty warrior Toki can save Miho from a fate worse than death. And Vookimedlo knows it. So he turned Toki into an ape. Now Toki has two reasons to hunt down Vookimedlo. First, he must rescue the princess if the realm is to survive in peace. But Toki must also defeat the evil wizard king if he ever hopes to be a man again.

Getting Started

1. Insert your Toki game cartridge in your Lynx.
2. Turn on the Lynx.
3. The Toki title screen appears. Pressing OPTION 1 here will reverse the A and B button functions.
4. Press A or B. The Evil Vookimedlo appears, captures Miho, and turns Toki into an ape (Screen 1). (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)
5. Press A or B again to start the game.

Playing the Game

Toki is an action adventure in which you must guide Toki the ape-man through the dangerous lands surrounding Vookimedlo's impenetrable fortress and defeat the evil wizard king to rescue Princess Miho.

The game screen contains the following information: Player, Score, High Score, Lives Remaining, Coin Counter, Stage Number, Time Remaining (Screen 2).

Press the joypad to control Toki. Press left or right to turn Toki in that direction. Hold down the joypad to move Toki in the indicated direction. Press down to make Toki duck or crawl. If there is a vine directly under Toki, he will climb down when you press the joypad down. If the vine is over Toki's head, press up to make him climb. Press the A button to make Toki jump. The B button fires Toki's powerful ape breath.

As Toki moves through Vookimedlo's perilous realm, he will meet several deadly foes. By breathing his powerful ape breath, he can overcome these enemies (Screen 3).

As Toki goes deeper into the perilous realm, he will find objects which he can munch for even more powerful breath. To munch an object, move Toki over the item (Screen 4).

Once Toki munches the item, his breath will become stronger. This enhanced ape breath wears off after a short time (Screen 5).

Toki can also beat some enemies by jumping on them. This is very dangerous, but it earns bonus points (Screen 6).

Toki must be careful when destroying enemies. Some enemies explode, sending poisonous body fragments through the air. If one of these fragments hits Toki, he will perish.

Some items turn to coins when the item is breathed on. Toki must collect these coins for bonus points. If Toki collects 50 coins, he gains an additional life (Screen 7).

Coins are not the only goodies in the perilous realm. Toki will also find helmets and rabbit boots. Helmets help protect Toki from enemies. Rabbit boots allow Toki to jump extra high.

Toki must also jump to climb steps or make it to higher areas. Some areas are too high for a normal jump. If Toki is in one of these areas, look for another way. For example, there are several springboards scattered throughout the perilous realm. A springboard looks like a small see-saw with a bag of weights on one side. To use a springboard, Toki must jump on the open end, then wait for the weights to come down. When the weights land on the other end, Toki will fly into the air. Use the joypad while Toki is in the air to move toward the area where Toki needs to land (Screen 8).

Occasionally, Toki will need to jump on an enemy's back to reach an item or location. This is a highly dangerous action, but rescuing princesses is not exactly a safe profession.

Besides the perilous landscape, Vookimedlo's fortress is also protected by moats filled with deadly fish and other sea creatures. Use the joypad to help Toki swim through the treacherous waters. Fortunately, Toki can also breathe under water, so he can destroy underwater enemies as well (Screen 9).

At the end of each level, Toki must face one of Vookimedlo's Master Guards. These Master Guards are extremely powerful and use magic and supermonster strength to keep you from the princess. When Toki fights a Master Guard, a Foe Strength Meter appears on the top of the screen (Screen 10).

When a line of small dots on the Foe Strength Meter are gone, a big dot disappears. When all the big dots are gone, the Master Guard perishes and Toki moves on to the next, even more dangerous level.

The game ends in one of two ways. If Toki is beaten four times by his enemies, he will perish. When Toki perishes, he will get two chances to continue. If Toki continues, he begins again where he was destroyed, but all points are erased. If Toki does not continue, the game restarts at the beginning. Or, with a little luck and a lot of skill, Toki will survive all levels and defeat the evil wizard, rescuing the princess and regaining his manhood.

Strategy

Learn which foes to jump on and which to breathe on.

Always keep an eye above and another below.

Learn from failure. When Toki perishes, remember what got him, then go after it with a vengeance your next time through.

We were serious about exploding enemies. They are a real hazard.

Scoring

Toki earns points as listed below.

Fruit: 500 points

Coins: 1000 points. 50 coins buy a free life.

Clock: Adds 30 seconds to the time



Screen 1



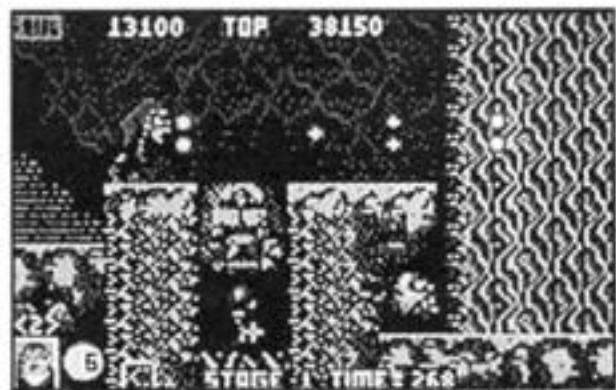
Screen 2



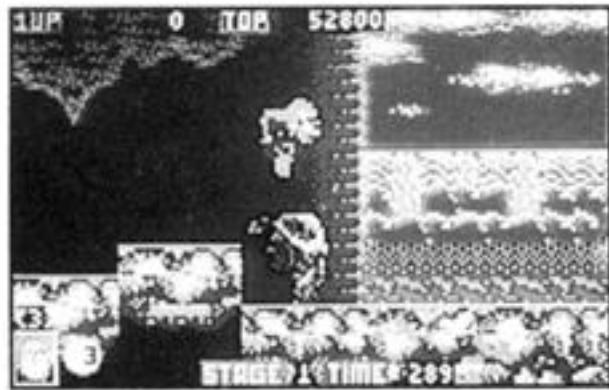
Screen 3



Screen 4



Screen 5



Screen 6



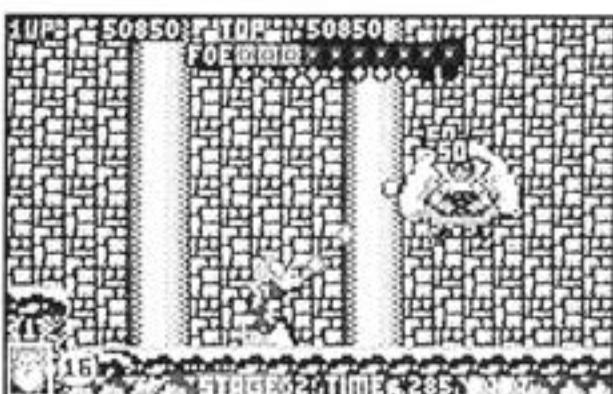
Screen 7



Screen 8



Screen 9



Screen 10



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